

## **CHESS - A CLASSIC GAME**

This version of Computer CHESS doesn't claim to be the ultimate challenge for World Masters... it is, however, a medium level game, a considerable challenge for those of us that play chess for fun, or those that wish to improve their chess game. It is not designed to teach chess.

There are eight SKILL LEVELS, levels 1-7 getting increasingly difficult, whilst level 8 is the beginners level. As each level gets harder, the longer the computer MAY take to make its move - Level 8 is approximately 15 seconds maximum, Level 1 30 seconds through to Level 7, which may be up to 10 hours (Just like a Grand Chess Masters Tournament!). You play one colour, the computer plays the other.

### **LOADING 'CHESS'**

1. Set up your Atari Personal Computer system as detailed in the relevant booklets that accompany your Atari products.
2. Ensure that your computer is switched OFF, but your Program/Data Recorder and TV/monitor are switched ON. Increase the volume on your TV/monitor so that you can hear it.



3. Remove any cartridges that may be in the computer's cartridge slot.
4. Plug your joystick controller into controller port No. 1 on your computer.
5. Insert 'Chess' cassette into Program/data recorder and rewind to beginning of tape. Press PLAY on the Program/Data recorder.
6. Switch the computer ON, WHILST HOLDING DOWN BOTH THE START KEY AND THE OPTION KEY on the computer.
7. You will hear a short tone. Release the START and OPTION keys, then press the RETURN key on the computer keyboard.
8. The 'Chess' program will now load into the computer memory.

## **PLAYING CHESS**

Press the OPTION key and the pieces switch ends of the board. Your colour pieces are at the bottom of the board. White pieces always make the first move.

Press the SELECT key to alter the skill level you are playing at.



Press the START key and the game begins.

A blue square (the cursor) appears upon the screen when it is your move. Use the joystick controller to place the cursor on the piece you wish to move. Press the joystick button, and your chosen piece will flash. Using the joystick, you may now move the piece to any square, providing the move is legal. To put the piece down, press the joystick button again. The computer then thinks about what you have done and makes its move. When complete, the cursor reappears, and you make your next move.

Pressing the S key will allow you to set the board up in a particular situation or problem. Move the cursor to the square where you wish to place a particular piece. Each time you press the joystick button the computer displays a different piece on that square, starting with the computer's king and cycling through until the player's pawn. When the piece you require is displayed, simply move the cursor to the next square on which you require a piece, and repeat the steps. When the board is set up and you wish to play, press the space bar to begin. You must always make the first move.